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Ally, M. (Ed.). (2009). Mobile Learning: Transforming the Delivery of Education and Training. Athabasca University Press. <https://www.aupress.ca/books/120155-mobile-learning/>

Bannister, B., Cornish, L., Bannister-Tyrrell, M., & Gregory, S. (2015). Creative us of digital technologies: Keeping the best and brightest in the bush. Australian and International Journal of Rural Education, 25(1), 52–65.

Beetham, H., & Sharpe, R. (Eds.). (2013). *Rethinking Pedagogy for a Digital Age: Designing for 21st Century Learning* (2nd ed.). Routledge Taylor & France Group. doi:10.4324/9780203961681

Bower, M., Cram, A., & Groom, D. (2010). Blended reality: Issues and potentials in combining virtual worlds and face-to-face classes. In C. H. Steel, M. J. Keppell, P. Gerbic, & S. Housego (Eds.), Curriculum, technology & transformation for an unknown future - Proceedings of the 27th ASCILITE Conference (pp. 129–140). The University of Queensland. <https://www.ascilite.org/conferences/sydney10/procs/Bower-full.pdf>

Dalgarno, B., Hedberg, J., Harper, B., Williamson, A., Gunn, C., Young, A., & Clear, T. (2002). The contribution of 3D environments to conceptual understanding. 149–158. <https://www.ascilite.org/conferences/auckland02/proceedings/papers/051.pdf>

Herrington, J. (2006). Authentic e-learning in higher education: Design principles for authentic learning environments and tasks. In T. Reeves & S. Yamashita (Eds.), Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2006 (pp. 3164–3173).

Kearsley, G., & Shneiderman, B. (1998). Engagement theory: A framework for technology-based teaching and learning. Educational Technology, 38(5), 20–23.

Salmon, G. (2000). E-Moderating: The Key to Teaching and Learning Online. Kogan Page.

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| Author Surname/s, Author First Name Initial/l. (2024, December 1-4). Poster Name [Poster Presentation]. Australasian Society for Computers in Learning in Tertiary Education Conference, Melbourne, Australia. DOI: xxx. |
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